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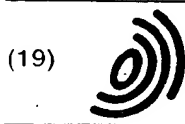
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(54) Connecting synchronous communication devices to a network system such as the internet

(57) According to the present invention, provided is a manner of connecting two parties to an synchronous communication session, such as an Internet video-phone session, wherein the parties do not have to plan to hold the session in advance. When, for example, Internet user A desires to talk with user B across the Internet, user A dials up his or her local server A for an IP connection, and issues to server A a request for a connection with user B. Server A accesses a storage area that server A manages. In the storage area are prepared a record for each user. The record stores a user name, a corresponding server name, a user's phone number, and the IP connection state of a user. Upon receipt of a connection request that includes a user name of user B, server A refers to a corresponding record based on the user name and searches for server B, which manages user B, and the phone number of user B. Server A sends the connection request to server B. Since servers A and B are constantly connected together, server B can immediately respond to a request from server A. Server B examines a pertinent record in the storage area, and determines whether or not user B currently has an IP connection. If user B does not currently have an IP connection, server B dials up user B to make an IP connection. Server B then notifies server A that an IP connection to user B has been completed. Server A thereafter notifies user A that an IP connection has been completed. For users A and B the IP connection becomes transparent, i.e., they share the use of an application, and they are enabled to talk across the Internet.

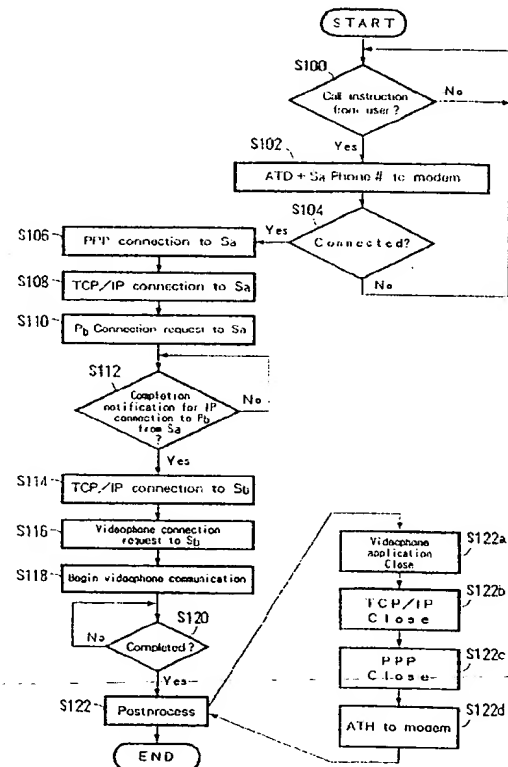


FIG. 4

Description

Field of the Invention

The present invention relates to a connection method for a network system whereby user computers are connected as clients of server computers; and in particular, to such a connection method involving the Internet using IP (Internet Protocol) connections. More specifically, the present invention pertains to such a connection method which provides a connection for synchronous communication devices such as Internet video-phones for videoconferencing over the Internet.

Background of the Invention

A "telecomputing system" that connects computers at remote areas together by using telephone lines has been developed. In Japan, for example, personal computer communication has been popular since the telecommunication service law became effective in 1985.

The primary recent trends in personal computer communication are to increase communication speeds and mutual connections (gateway service), and to employ the Internet.

Origins of the Internet

The Internet originated as an international communication network linking together universities and research institutes in 54 nations worldwide for the exchange of academic study data, and since the 1970's its development has been supported by an agency of the U.S. Government. Servers (mainly UNIX workstations) installed at universities and research institutions are mutually linked, and together have formed a huge worldwide network. The present Internet is made up of in excess of several hundred thousand servers worldwide. Remote server computers are mutually linked using TCP/IP (Transmission Control Protocol/Internet Protocol), and can exchange data and communicate with each other via an electronic bulletin board (BBS: Bulletin Board System).

Conventionally, the Internet carried images that only linked Unix based computers could utilize, but in 1994 it became available for general public use, so that a wide variety of personal computer communication services can now access the Internet. The Internet is attracting ordinary users because it can be used to access information at overseas locations at a relatively low price, and because it has an advanced user interface using an image display.

Functions of the Internet

The Internet has the following primary functions:

- (1) Electric mail (E-mail)

- (2) Remote control (Telnet)

- (3) File search/transfer (FTP: file transfer protocol)

- (4) Electronic bulletin board (Usenet)

The electronic bulletin board system (BBS), is used to send messages or to provide information to a single person or to an unspecified number of people. When an inquiry concerning an interesting subject, for example, is posted on a BBS, the receipt of many responses from unknown persons can be expected. BBSs using the Internet especially enable the exchange of news and the holding of discussions on a global basis. A teleconference system, that has frequently been referred to, was developed from the BBS system. The teleconference system provides an improved search function based on the presenters' name and a message display function.

Access to the Internet

The Internet is not a single computer network controlled by a specific company or organization, but substantially is a community of networks of computers (server computers) storing information.

Before a user uses the Internet, his or her personal computer must be linked as a client to a subscribed server computer. If a user is a researcher or a student, he or she can use his/her client to access a server at a university or an institution. On the other hand, other users must execute a contract with a commercial Internet service company (hereinafter referred to as an "Internet service provider" or simply "service provider") that provides servers for clients. Such a service provider is, for example, the "IBM Internet Connection Service" from IBM Japan, Co., Ltd. or the "BEKKOAME/INTERNET" from Bekkoame Internet.

Among the several types of contracts offered by service providers, a "dial-up IP (Internet Protocol) connection" (hereinafter simply referred to as an "IP connection") is readily employed for personal use. With an IP connection, the PC of a user can be connected as a client to the server computer of a service provider by using a telephone line and a modem, and can thereafter access another server on the Internet via the provider's server computer.

Since server computers are always linked together on a worldwide basis, the use of the Internet is free, whereas an access fee is generally charged by a service provider to each of its clients.

Internet Videophones

Recently, the Internet has ceased to be limited in its use to being an information-transmission means, such as is represented by an e-mail or FTP accesses, and tends now to also be used as a real-time information communication means for the transmission of audio/video information. This expansion in the uses of the Internet stems from the Internet's high performance and its

excellence as a communication medium. The Internet provides high performance because it includes an advanced user interface using an image display. And its excellence as a communication medium becomes obvious when the charges for the services it provides are considered. Since the server computers are constantly linked together on worldwide basis, the same charge rate applies to both domestic communication and international communication. To access information available at a remote area, no international telephone fee is required, the only telephone fee being that which is assessed for connection to the nearest access point (AP) of a contracted service provider. And in addition, the Internet can be employed as a videophone (hereinafter referred to as an "Internet videophone").

The greatest barrier to the use of Internet videophones by ordinary users is the connection method that the current service providers provide. When, for example, ordinary user A desires to access ordinary user B, user A must naturally call a service provider to obtain an IP connection. At this time, however, user B must also call a service provider to preliminarily obtain an IP connection, and must then wait until an access is initiated by user A. User B, however, while waiting (and thus maintaining the IP connection) is charged a potentially large service fee by his or her service provider. Thus, before an Internet videophone session is to be established, a caller and a called party must adjust their schedules in advance so that they can both be ready to establish their respective connections to the Internet. This, however, renders using a videophone as a daily communication means very inconvenient because users must agree in advance on an access time in order to make a call.

Summary of the Invention

According to a first aspect, the present invention provides a connection method, for a network system of a plurality of user computers and a plurality of server computers, said server computers being constantly interconnected to provide said user computers a connection service, the method as claimed in the independent method claim.

According to a second aspect, the invention provides a server computer, which is always connected to the Internet and which is capable of IP connecting a client user computer to the Internet, as claimed in the independent apparatus claim.

According to the present invention, when, for example, ordinary Internet user A desires to communicate with user B across the Internet (via an Internet videophone), user A need only dial a server to which user A belongs, i.e., server A, which is a server computer at the nearest access point, and issue a request to server A for an IP connection with user B.

Upon receipt of the connection request, server A accesses a storage area that it manages. The storage area

can be a storage device for server A or any other server computer on the Internet, e.g., a file server, that is physically independent of the server A. In the storage area are stored, for each user, a record describing the user's name (also called a "host name"), the name of the server (e.g. server B) to which the user belongs, a phone number for the user, and the current IP connection status of the user. Server A employs the user name of user B included in the connection request, and searches for server B and the phone number of user B by referring to the corresponding record, and transfers to server B the connection request.

Since server A and server B, which are server computers on the Internet, are constantly linked to each other, server B can immediately respond to the connection request from server A. It is preferable that both server A and server B be serviced by the same service provider, or that they be server computers serviced by a service provider that provides an interconnection service. Server B refers to the pertinent record in the storage area to determine whether or not user B is currently connected to the Internet. If user B is not connected to the Internet, the server B dials user B to make an IP connection. Server B notifies server A that the IP connection to user B has been completed, and server A notifies user A that the IP connection with user B has been completed.

For user A and user B the IP connection becomes a transparent condition and they can therefore communicate with each other across the Internet (using an Internet videophone connection). No effort is required of user B, such as having to dial up the server in advance for an IP connection and having to wait for the connection request from server A.

The present invention embodies a service provider protocol that provides for a service provider to dial user B on behalf of user A when user A desires to talk with user B via the Internet (using an Internet videophone connection). Ordinary users can easily access each other across the Internet.

Thus, with the present invention, a protocol for an Internet service provider provides a connection type for an Internet videophone with which a user can make a connection in the same manner as is possible with a standard telephone (e.g., by simply calling the called party, without having to arrange the time of call in advance so that the called party would have to wait on-line for the connection to be made).

Brief Description of the Drawings

The other objects, features, and advantages of the present invention will become apparent in due course during the detailed description of the embodiment of the present invention, which will be given while referring to the accompanying drawings.

Fig. 1 is a diagram illustrating the structure of a typical network system appropriate for embodying the

present invention.

Fig. 2 is a diagram illustrating an example arrangement of a server computer.

Fig. 3 is a diagram illustrating an example arrangement of a user computer.

Fig. 4 is a flowchart for the operation of a user computer P_a that is a source of a request for Internet connection.

Fig. 5 is a flowchart for the operation of a server computer S_a that manages a user computer, a source of a request for an Internet connection.

Fig. 6 is a flowchart for the operation of a server computer S_b that manages a user computer that has requested an Internet connection.

Fig. 7 is a flowchart for the operation of a user computer P_b that has requested an Internet connection.

Fig. 8 is a schematic diagram illustrating the structure of a management record in a client management table.

Fig. 9 is a specific diagram illustrating a transaction performed between user computers and server computers.

Detailed Description of the Preferred Embodiments

The preferred embodiment of the present invention will now be described in detail while referring to the drawings.

A. System Arrangement

Network system:

Fig. 1 is a specific diagram illustrating a typical network system 1 that is appropriate for carrying out the present invention. The network system in this embodiment is assumed to be the Internet.

The network system 1 comprises: the Internet 10 as a large network; a plurality of server computers S_a, S_b, \dots that are always connected to the Internet 10 using an IP connection; and a plurality of user computers P_a, P_b, \dots that are clients of the server computers and that can access the Internet 10 using a dial up IP connection. Hereinafter, two server computers S_a and S_b are assumed to belong to the same service provider.

There are multiple connection types for connecting the server computer 20 to the Internet 10, and two typical examples are shown in Fig. 1. In Fig. 1(a), the server computers S_a and S_b , both of which belong to the same service provider, are computer systems connected to a network (LAN or WAN) 11 which is connected to the Internet 10 via a router 12. One example of the network 11 is the "IBM Global Network" presented by IBM Corp. (this term is also a trademark of IBM). In Fig. 1(b), the server computers S_a and S_b are directly connected to the Internet 10 by their own routers.

The Internet 10 is an international network constituted by the interconnection of a large number of remote

computer systems (server computers) in accordance with the TCP/IP protocol.

As is described above, the server computers S_a and S_b have a constant IP connection provided by the networks 11 to which they belong or by their own routers. The server computers S_a and S_b have an accessible information storage area. The information storage area may be their own peripheral device (not shown), or a physically independent remote disk or a server computer (e.g., a file server) 21, to which the server computers S_a and S_b can access across the network 10 or 11. The information storage area must be accessible by all the server computers that belong to the same service provider. A "client management table", that is shared with the server computers, is saved in the information storage area and will be described later.

The server computers S_a and S_b are high performance PCs or workstations that run a multi-task/multi-user type OS (Operating System) such as "UNIX" or "Windows NT", and have multiple serial ports (multiple serial cards) 22 (see Fig. 2). Each serial port is connected to a modem 23, through which the server computers S_a and S_b can connect with their user computers P_a and P_b across the telephone lines. The server computers S_a and S_b are constantly connected to the Internet 10 by using their own IP addresses, and have multiple other IP addresses. When the client user computers that belong to the server computers S_a or S_b dial up the server computers to request access to the Internet, the server computer S_a or S_b employ the unused IP addresses to provide IP connections for the user computers.

The user computers P_a and P_b may be general-purpose PCs, that are owned by individual users who have executed a contract with the service provider. The user computers P_a and P_b have at least one serial port 32 (see Fig. 3). The serial port 32 is connected to a modem 33, via which the user computer can communicate with another physically independent computer system, e.g., server computer S_a , across the telephone line.

Server computer:

Fig. 2 is a schematic diagram illustrating the structure of the server computer 20.

The server computer 20 includes a CPU, a main memory, an input device, a display device and an external storage device (not shown), all of which are appropriate hardware components of an assembly that serves as a high performance PC or workstation. The server computer 20 in this embodiment further includes the multiple serial card 22 and a LAN adaptor card 24. The multiple serial card 22 is an adaptor card having a plurality of serial ports with which a plurality of modems 23 are connected. The modem 23 is hardware employed for data transfer across a telephone line, and modulates digital signals from the computer system and demodulates analog signals received over a telephone line. The LAN adaptor card 24 is employed for data exchange via

the LAN, and may be, for example, a "token-ring card" or an "Ethernet card." The server computer 20 is connected to the Internet 10, by using its own IP address, via the network 11 by the LAN adaptor card 24.

The server computer 20 is to be operated under the environment provided by an OS (Operating System) which is the basic software for totally managing the hardware and the software of the server computer 20. The OS is a multi-task type, such as "UNIX" or "Windows NT", as was previously described. The OS includes a "file manager" for managing accesses to a local disk (not shown) of the server computer 20 or to a remote disk (e.g., a local disk of a file server 21) that exists on the network 11 or 10; a "memory manager" for managing data in the main memory; and a "scheduler" for managing the execution of a task for the CPU. The OS in this embodiment should further include a LAN card device driver for hardware operating the LAN adaptor card 24 that inputs and outputs data across the network 11; and a multiple serial I/O device driver for hardware operating the multiple serial card 22 for telecommunication via the modems 23.

Two protocol layers, "PPP (Point to Point Protocol)" and "TCP/IP (Transmission Control Protocol/Internet Protocol)", are located above the OS. The PPP is a protocol for one-to-one serial communication with another physically independent computer via the telephone line. The TCP/IP is a protocol for exchanging data via the Internet 10 and has performance for determining communication speeds and transfer packet forms.

The server computer 20 can execute various installed application programs under the OS environment. A server video conference application program is installed for linking the user computers across the Internet 10. The server video conference application program has the following functions:

- (1) The provision of an IP connection to a client user computer of the server computer 20 in response to a dial up by the user computer.
- (2) The receiving of a request from a client user computer for the connection of another user computer (a requested user computer) across the Internet.
- (3) The performance of a search for the server computer to which a requested user computer belongs and the transferring of a connection request to the searched server computer.
- (4) The dialling up of the requested user computer that belongs to that server computer in response to a connection request from another server computer, and the provision of an IP connection to the user computer.
- (5) The notifying of the requesting server computer that the IP connection to the requested user computer has been completed.

For the server computer 20, a file search/transfer

protocol application program (FTP) may additionally be installed.

User computer:

Fig. 3 is a schematic diagram illustrating the structure of the user computer 30. The user computer 30 may be a computer that a user purchases for personal computer communication or for accessing the Internet. A general-purpose PC is satisfactory.

The user computer 30 includes a CPU, a main memory, an input device, a display device and an external storage device (not shown), all of which are proper hardware components for a general-purpose PC. In this embodiment, the user computer 30 should further include a serial I/O controller 32, a video capture controller 35, and an audio controller 38. The serial I/O controller 32 is a dedicated controller for processing serially transferred data, and has a serial port for connecting a modem 33. The video capture controller 35 is a dedicated controller for processing, as computer data, images (video signals) captured by a video camera 34. The audio controller 38 is a dedicated controller for processing audio signals input through a microphone 36 or output through a loudspeaker 37. The video camera 34, the microphone 36 and the loudspeaker 37 are required for the input and output of video/audio data for a video conference.

The user computer 30 is operated under the environment provided by an OS, which is the basic software for the total management of the hardware and the software of the user computer 30. The OS includes a "file manager" for managing accesses of a local disk (not shown) of the user computer 30, or a remote disk (e.g., a local disk of the file server 21) that exists on the network 11 or 10; a "memory manager" for managing data in the main memory; and a "scheduler" for managing the execution of tasks for the CPU. The OS in this embodiment should further include a serial I/O device driver for operating the serial I/O controller 32 to perform the serial transfer of data via a serial port; a video capture device driver for operating a video capture controller 35 that produces video signals; and an audio device driver for operating the audio controller 38 that inputs and outputs audio signals. An expensive, high performance OS, such as "UNIX" or "Windows NT", is not always required for the user computer 30. An OS for personal use, such as "OS/2 Warp" or "Windows 95", is satisfactory.

The two protocol layers, PPP and TCP/IP are located above the OS.

The user computer 30 can execute various installed application programs within the OS environment. For example, a client video conference application program is installed for linking to other user computers across the Internet 10. The client video conference application program has the following functions:

- (1) The dialling up of a server computer to which the

user computer belongs to request an IP connection to the user computer.

(2) The issuance of a request to the server computer for a connection with another user computer via the Internet.

(3) The communication over the videophone with a user computer with which a connection has been made across the Internet.

The video conference application program also has a "videophone protocol" for transparently sharing an application with another user computer. The video conference application program mixes compressed video data or compressed audio data that are input and edited by the system, divides the mixed data into packets, and transfers the packets via the modem 33 over the telephone line. Further, the video conference application program reassembles packets received via the modem 33 to reconstitute the original video data or the original audio data, and outputs this data.

For the user computer 30, a file search/transfer protocol application program (FTP) may additionally be installed.

A computer system that can serve as the server computer 20 or the user computer 30 requires many hardware and software components other than those shown in Figs. 2 and 3. These components are, however, well known to one having ordinary skill in the art, and as they do not pertain to the subject of the present invention, no explanation for them will be given in the present specifications. The telephone line, that lies between the server computer 20 and the user computers 30, may not be only a conventional public telephone line (POTS--which stands for "plain old telephone system") but may also be an ISDN (Integrated Services Digital Network) line.

B. System Operation

In the above sub-division, an explanation has been given for the hardware/software arrangement of the network system 1, the server computer 20 that is constantly connected to the network 10, and the user computer 30 that can be connected to the network 10 by the server computer 20. In this sub division, the operation of the system 1 will be explained while referring to Figs. 4 through 7. In the following explanation, it is assumed that the two server computers S_a and S_b belong to the same service provider, the user computers P_a and P_b are subscribers of the service provider as clients of the respective server computers S_a and S_b , and the user computer P_a requests a connection to the user computer P_b across the Internet.

The connection procedures in this embodiment will now be summarized while referring to Fig. 9. At first, the user computer P_a dials up the server computer S_a to request an IP connection to the Internet (transaction (Tr1). Then, the user computer P_a issues to the server

computer S_a a connection request to connect with the user computer P_b across the Internet 10 (Tr2). The server computer S_a accesses the file server 21 (or the local disk of the server computer S_a) to search for the server computer S_b to which the user computer P_b belongs (Tr3), and transfers the connection request to the server computer S_b (Tr4). In response to this, the server computer S_b accesses the file server 21 (or the local disk of the server computer S_b) to acknowledge the IP connection state (Tr5). If an IP connection to the user computer P_b has already been effected, the server computer S_b notifies the server computer S_a that the connection has been completed (Tr7). If an IP connection to the user computer P_b has not yet been effected, the server computer S_b dials up the user computer P_b to make an IP connection (Tr6), and then notifies the server computer S_a that the connection has been completed (Tr7). Then the user computer P_a is informed by the server computer S_a that the connection has been completed (Tr8), and when, in response, the user computer P_a communicates with the user computer P_b at the videophone application level, video conferencing is enabled (Tr9).

Operation of user computer P_a :

Fig. 4 is a flowchart showing the operation of the user computer P_a that is a caller (or initiator) of an Internet video conference. It should be noted that the operation can be performed by the client video conference application program.

When the user computer P_a receives an instruction for a call (i.e., a request for a dial-up IP connection) from a user (step S100), the user computer P_a issues an AT command "ATD" to the modem 33 (step S102). The AT command is a modem control command, and ATD is an automatic dialling request to which the phone number (Phone#) of the server computer S_a is appended.

Upon receipt of the ATD command, the modem 33 connected to the user computer P_a dials up the server computer S_a . When the modem 23 of the server computer S_a responds to the dial up and answers the call, the modems 23 and 33 are connected at the hardware level (step S104). Then, the connection with the server computer S_a is sequentially performed at the software level, in the PPP level and the TCP/IP level order (steps S106 and S108). At this time, an IP connection of the user computer P_a to the Internet 10 is effected.

The user computer P_a sends the user name (also called the "host name") of the user computer P_b , that is a party to be called, to the server computer S_a to issue a request for connection with the user computer P_b (a connection request across the Internet) (step S110).

The user computer P_a waits until the connection with the user computer P_b has been completed (step S112). During this period, the server computer S_a , the server computer S_b , and the user computer P_b perform operations to provide an IP connection to the user computer P_b . A detailed explanation of this will be given later

while referring to Figs. 5 through 7.

When the user computer P_a is informed that an IP connection to the user computer P_b has been effected, the user computer P_a sequentially performs the procedures that are necessary to effect a connection with the user computer P_b at the TCP/IP level and at the video conference application level (steps S114 and S116). The connection at the video conference application level is actually performed by the previously described videophone protocol in the video conference application program.

When the connection at the video conference application level has been completed, the connection across the Internet 10 becomes transparent to the user computers P_a and P_b , i.e., they share their applications with each other. In this condition, the user computers P_a and P_b can freely exchange video/audio data with each other, and can enable a video conference (Internet videophone) (step S118).

When a video conference is to be terminated (step S120), a postprocess is performed (step S122). In the postprocess, the video conference application is closed (step S122a), the line is disconnected at the TCP/IP level (step S122b), disconnected at the PPP level (step S122c), and disconnected at the software level. Finally, AT command "ATH" is sent to the modem 33 to hang it up, and the line is also disconnected at the hardware level (step S122d).

Operation of server computer S_a :

Fig. 5 is a flowchart showing the operation of the server computer S_a that manages the user computer P_a that is a caller of for an Internet video conference. It should be noted that the operation can be performed by the server video conference application program.

When the client user computer P_a dials up the server computer S_a , the server's modem 23 determines that a call is being sent to it (i.e., that the modem is "ringing") (step S200: corresponding to step S102).

In response to this call, the server computer S_a issues an AT command "ATA" to the modem 23. ATA is a modem command meaning that a connection is to be made in an answer mode, and the modem 23 receives the call in accordance with this command (step S202).

At step S204, a check is performed to determine whether or not the call was made by the client user computer P_a . When the call is not from the client, e.g., when a wrong number was dialled, the following process, such as an IP connection, is not required. An AT command "ATH" is sent to the modem 23 to disconnect the line (step S204a). Program control then returns to the first step.

When the call was made by the client P_a , the server computer S_a connects the line to the user computer P_a at the software level, in the PPP level (step S206: corresponding to step S106) and the TCP/IP level (step S208: corresponding to step S108) order. The server

computer S_a gives one of its unused IP addresses to the user computer P_a , so that an IP connection of the user computer P_a to the Internet 10 is effected.

When the server computer S_a receives the user name of the user computer P_b from the user computer P_a (step S210: corresponding to step S110), the server computer S_a examines a "client management table" in its information storage area to find the phone number of the user computer P_b and the server computer S_b managing the user computer P_b . The information storage area may be either a local disk of the server computer S_a or the remote disk (or another server computer) 21 connected via the network 11 or 12, as was previously described. The client management table is used to hold information about all the clients that belong to the service provider. A management record shown in Fig. 8 is prepared for each client. The management record includes a field in which is stored a client user name, a field in which is stored a server ID of the server computer to which the client belongs, a field in which is stored a phone number of the client, and a flag that indicates whether or not the client currently has an IP connection. The flag content is altered as needed when the individual server computer makes an IP connection/disconnection to user computers that belong to itself. The use of the client management table is shared with another server computer S_b that belongs to the same service provider. That is, the server computer S_a can find the server computer S_b and the phone number of the user computer P_b by referring to the management record of the user computer P_b .

The server computer S_a sends, to the server computer S_b , along with the phone number of the user computer P_b , the connection request from the user computer P_a (step S214).

Then, the server computer S_a waits until the server computer S_b completes an IP connection to the user computer P_b (step S216: corresponding to step S112). During this waiting period, the server computer S_b performs a process for the IP connection of the user computer P_b . A detailed explanation of this will be given later while referring to Figs. 6 and 7. When an IP connection is not made for the user computer P_b within a predetermined period of time, an AT command "ATH" is issued and the line is disconnected (step S204a), and an error process is performed.

When the server computer S_a has received a notification from the server computer S_b that the IP connection to the user computer P_b has been made, the server computer S_a relays this notification to the user computer P_a (step S218).

Following this, the user computers P_a and P_b are connected together at the video conference application level, as was previously described, so that the user computers communicate with each other by videophone across the Internet 10 (step S220: corresponding steps S118 through S120).

To terminate the video conference between the user

computers, the server computer S_a performs an end process in advance (step S222). The contents of this process is substantially the same as that at step S122.

Operation of server computer S_b :

Fig. 6 is a flowchart showing the operation of the server computer S_b to which the user computer P_b , that is a caller of an Internet video conference, belongs. It should be noted that the operation can be performed by the server video conference application program.

When the server computer S_b has received a connection request to connect with the user computer P_b , which is managed by the server computer S_b , from the server computer S_a that belongs to the same service provider (step S300: corresponding to steps S110 and S214), the server computer S_b refers to the client management table in the information storage area (step S302). The use of the "client management table" is shared with the server computer S_a , as was previously described.

The server computer S_b examines the condition of the flag in the management record of the user computer P_b to determine whether or not the user computer P_b currently has an IP connection (step S304). If an IP connection has been made for the user computer P_b , the IP connection process is not required for the user computer P_b . Program control, therefore, skips steps S306, S308 and S310, and at step S312 the server computer S_b notifies the server computer S_a that the IP connection is completed.

If IP connection of the user computer P_b has not yet been made, the server computer S_b , first, issues an AT command "ATD" to the modem 23, and dials up the user computer P_b (step S306). When the server computer S_b is connected to the user computer P_b via the modem and at the PPP level (steps S308 and S310), program control advances to step S312 whereat the server computer S_b notifies the server computer S_a of the completion of the IP connection. The user computer P_b need be connected only at the TCP/IP level to the user computer P_a , which is a communication partner across the Internet. Therefore, a TCP/IP connection between the server computer S_b and the user computer P_a is not performed.

A notification that an IP connection to the user computer P_b has been completed is sent to the user computer P_a via the server computer S_a (step S218). The user computers P_a and P_b are connected together at the TCP/IP level and at the video conference application level (steps S114 and S116). As a result, both user computers can conduct video conferencing (Internet videophone) (step S314: corresponding to steps S118 and S120).

Thereafter, the server computer S_b performs an end process in advance when the video conferencing between the user computers is terminated (step S316). The end process is substantially the same as step S122.

Operation of user computer P_b :

Fig. 7 is a flowchart showing the operation of the user computer P_b that is a called party of an Internet video conference. It should be noted that the operation can be performed by the client video conference application program.

When the server computer S_b , for which the user computer P_b is a client subscriber, dials up the user computer P_b , the user computer's modem 33 determines that a call is being sent to it (i.e., that it is ringing) (step S400: corresponding to step S306).

In response to this call, the user computer P_b issues an AT command "ATA" to the modem 33, and receives the call (step S402).

At step S404, a check is performed to determine whether or not the call was made by the server computer S_b for which the user computer P_b is a subscriber. When the call is not from the server computer S_b , e.g., a wrong number was dialled, the following process, such as an IP connection, is not required. An AT command "ATH" is sent to the modem 33 to disconnect the line (step S404a). Program control then returns to the first step.

When the call is sent from the server computer S_b , the user computer P_b is connected to the server computer S_b at the PPP level (step S406: corresponding to step S310). Then, the TCP/IP connection is made between the user computer P_b and the user computer P_a , which has received a notification that the IP connection has been completed (step S408: corresponding to S114). As a result, the user computers P_a and P_b are mutually connected across the Internet 10.

When a request for videophone connection is sent from the server computer S_a (step S410: corresponding to step S116), the user computers P_a and P_b are connected at the videophone protocol level. As a result, the connection becomes transparent to the user computers P_a and P_b , i.e., both of the user computers share the use of application. Under these circumstances, the user computers P_a and P_b can freely exchange video/audio data, and video conferencing (Internet videophone) can be enabled (steps S412 and S414: corresponding to step S118).

The server computer S_b performs an end process in advance to terminate a video conference between the user computers (step S416). The end process is substantially the same as step S122.

As is described above in detail, according to the present invention, provided is an improved connection method for a network system (e.g., the Internet), for connecting user computers that can access a network as clients of a server computer, and an improved server computer.

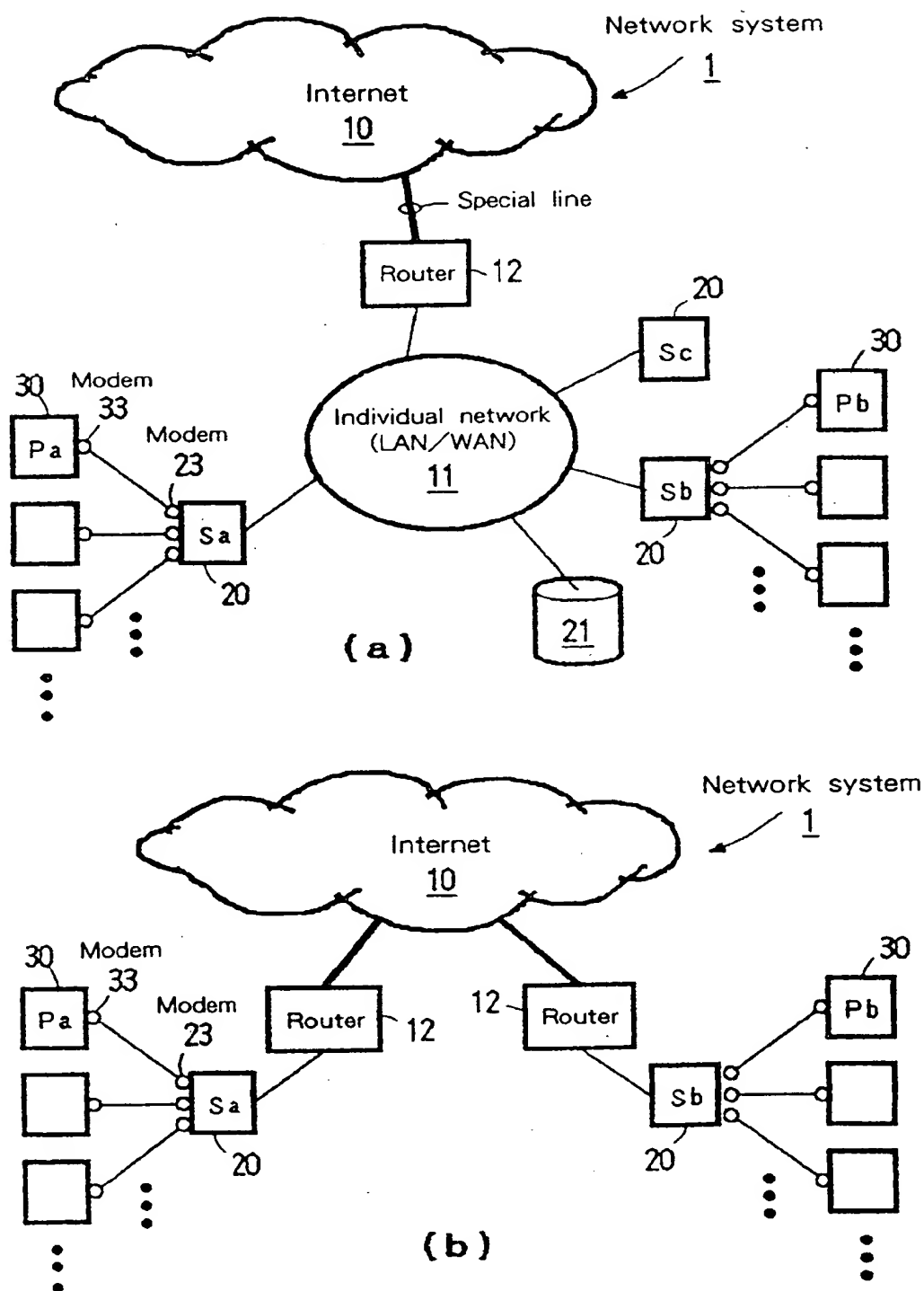
Further, according to the present invention, when ordinary user A desires to talk to ordinary user B, a service provider protocol that provides an intermediate service provider to call user B for user A is employed to ensure the usability of an Internet phone (videophone).

In addition, according to the present invention, provided is a type of connection to an Internet videophone that is convenient for Internet users.

It should be noted that the invention is not limited to the area of videophones or even regular telephones, but is aimed at the area of any synchronous communication device (i.e., where both communicating parties are present on the line at the same time to communicate in a live fashion in real time).

Claims

1. A connection method, for a network system of a plurality of user computers and a plurality of server computers, said server computers being constantly interconnected to provide said user computers a connection service, comprising the steps of:
 - (a) a first user computer making a connection to a first server computer;
 - (b) said first user computer sending, to said first server computer, a connection request along with ID information for a second user computer;
 - (c) said first server computer, in accordance with said received ID information, locating a second server computer associated with said second user computer;
 - (d) said first server computer notifying said second server computer of said connection request;
 - (e) said second server computer, in response to said connection request, making a connection to said second user computer;
 - (f) said second server computer notifying said first user computer, via said first server computer, that said second user computer has been connected to said second server computer; and
 - (g) said first user computer beginning to communicate with said second user computer across said network system.
2. The method of claim 1 wherein said network system is the Internet.
3. The method of any preceding claim wherein said connections are Internet Protocol connections.
4. A server computer, which is always connected to a network and which is capable of connecting a client user computer to the network, comprising:
 - (a) means for performing a connection when dialled up by a client user computer;
 - (b) means for making a connection to a client user computer in response to a connection request from an another server computer constantly connected to said server computer;
 - (c) means for receiving a connection request from a client user computer for connection to another client user computer;
 - (d) a storage area for recording and managing IDs of client user computers, IDs of server computers and current connection states;
 - (e) means for, in response to a connection request from a client user computer, referring to said storage area to search for a corresponding server computer;
 - (f) means for requesting another server computer, which is constantly connected to said server computer, to make a connection to a requested client user computer; and
 - (g) means for notifying a client user computer that an another server computer has completed a connection to an another client user computer.
5. The server computer of claim 4 wherein said network is the Internet.
6. The server computer of claim 4 or 5 wherein said connection is an Internet Protocol connection.

**FIG. 1**

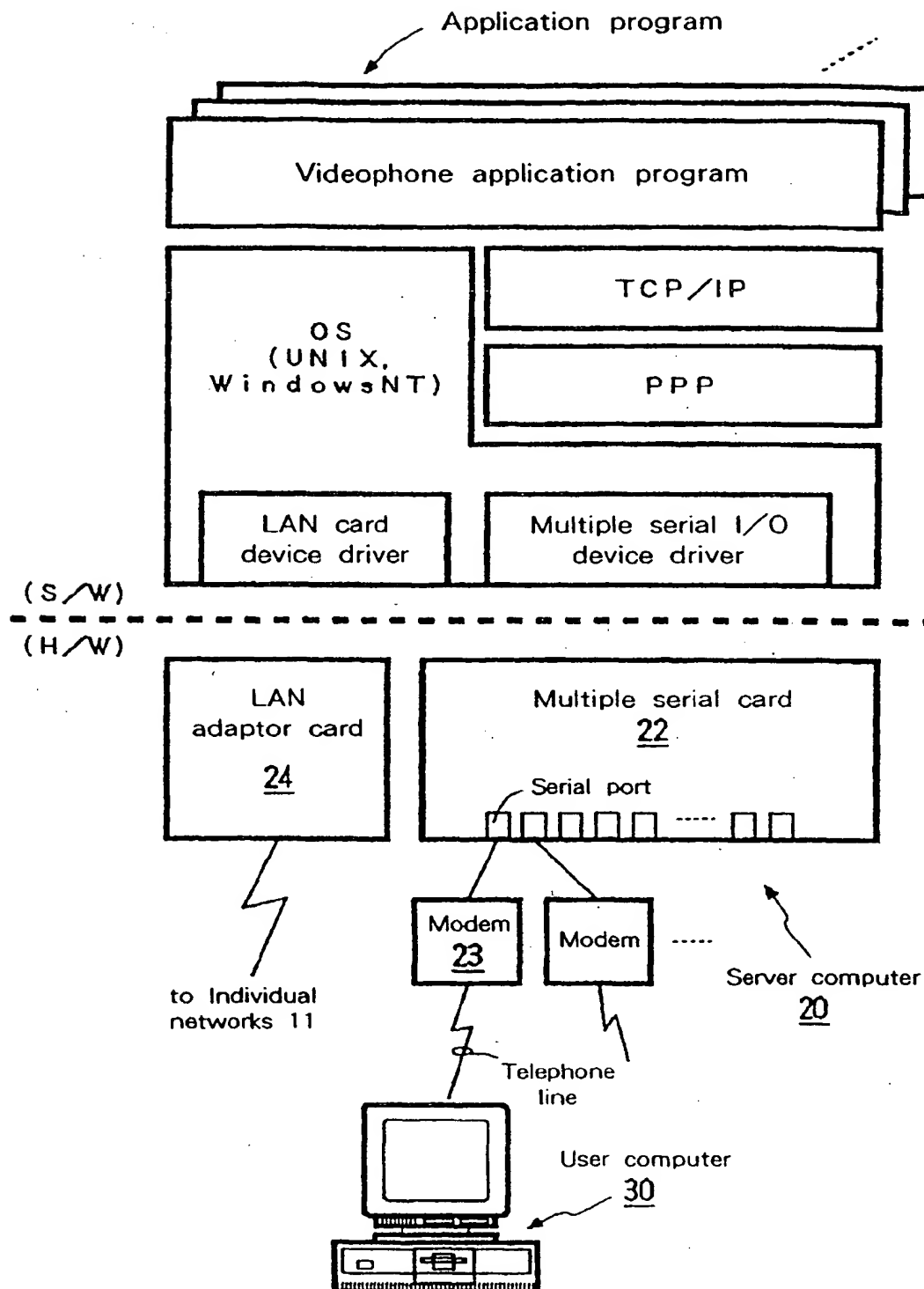


FIG. 2

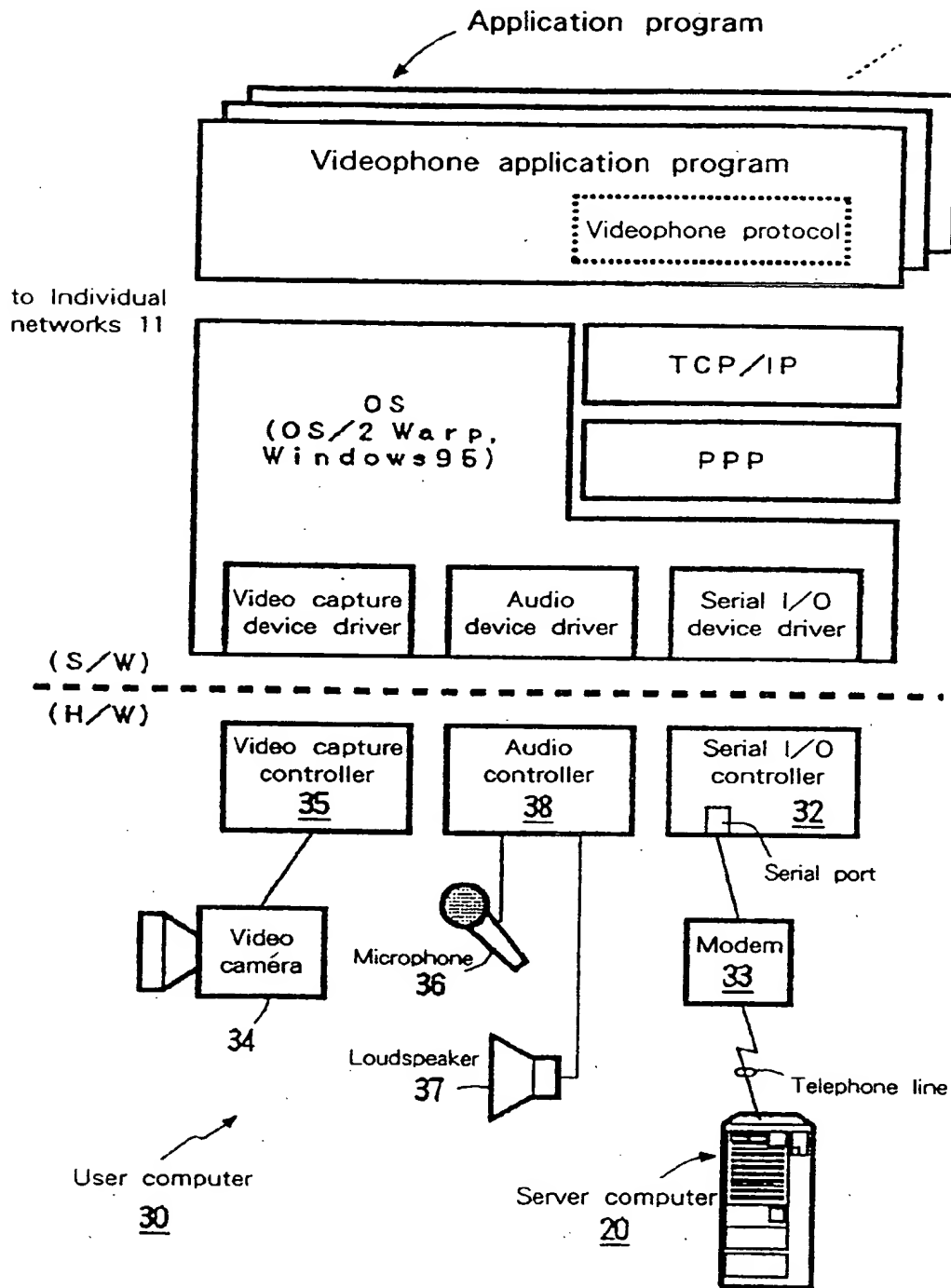


FIG. 3

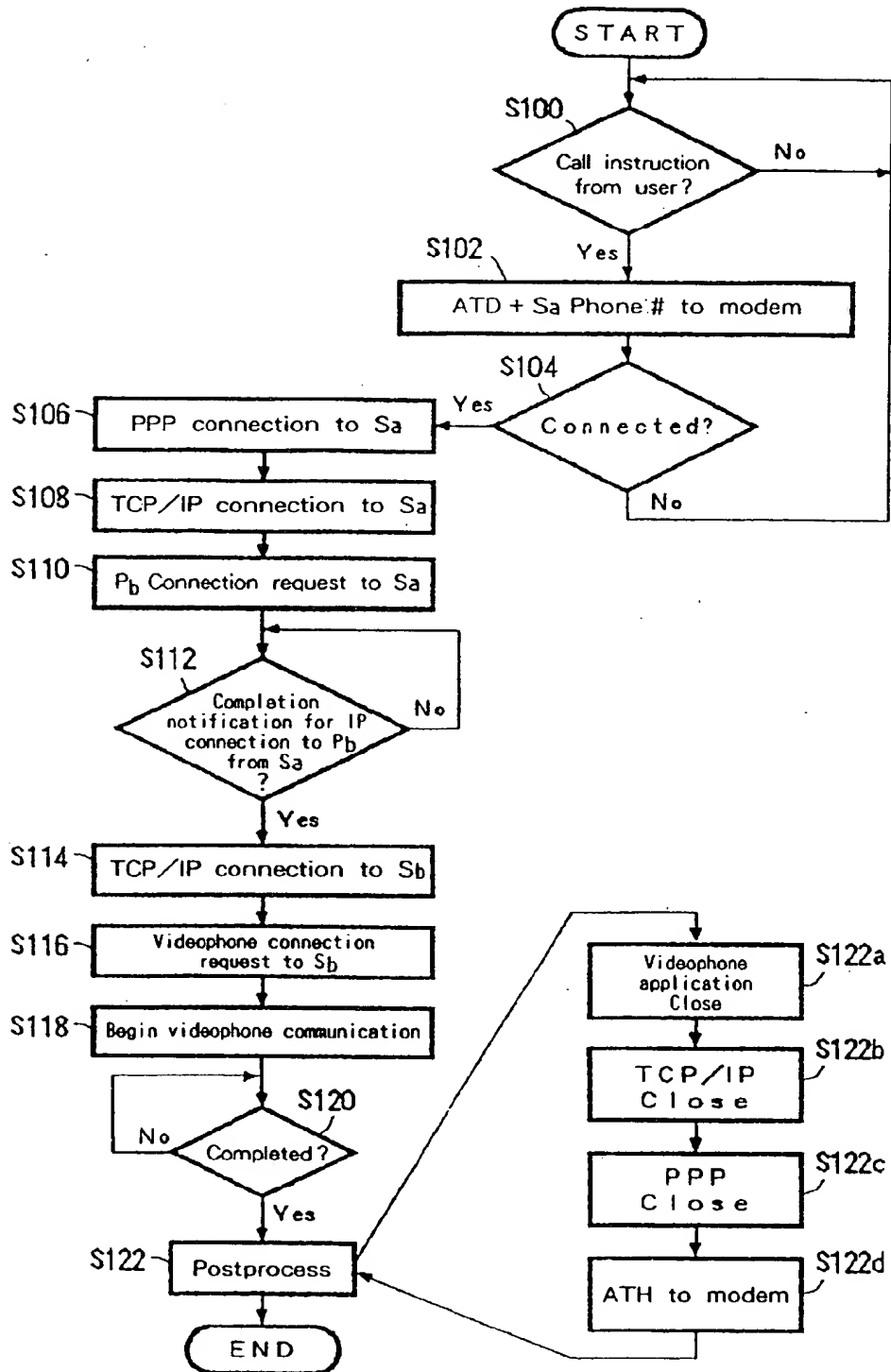
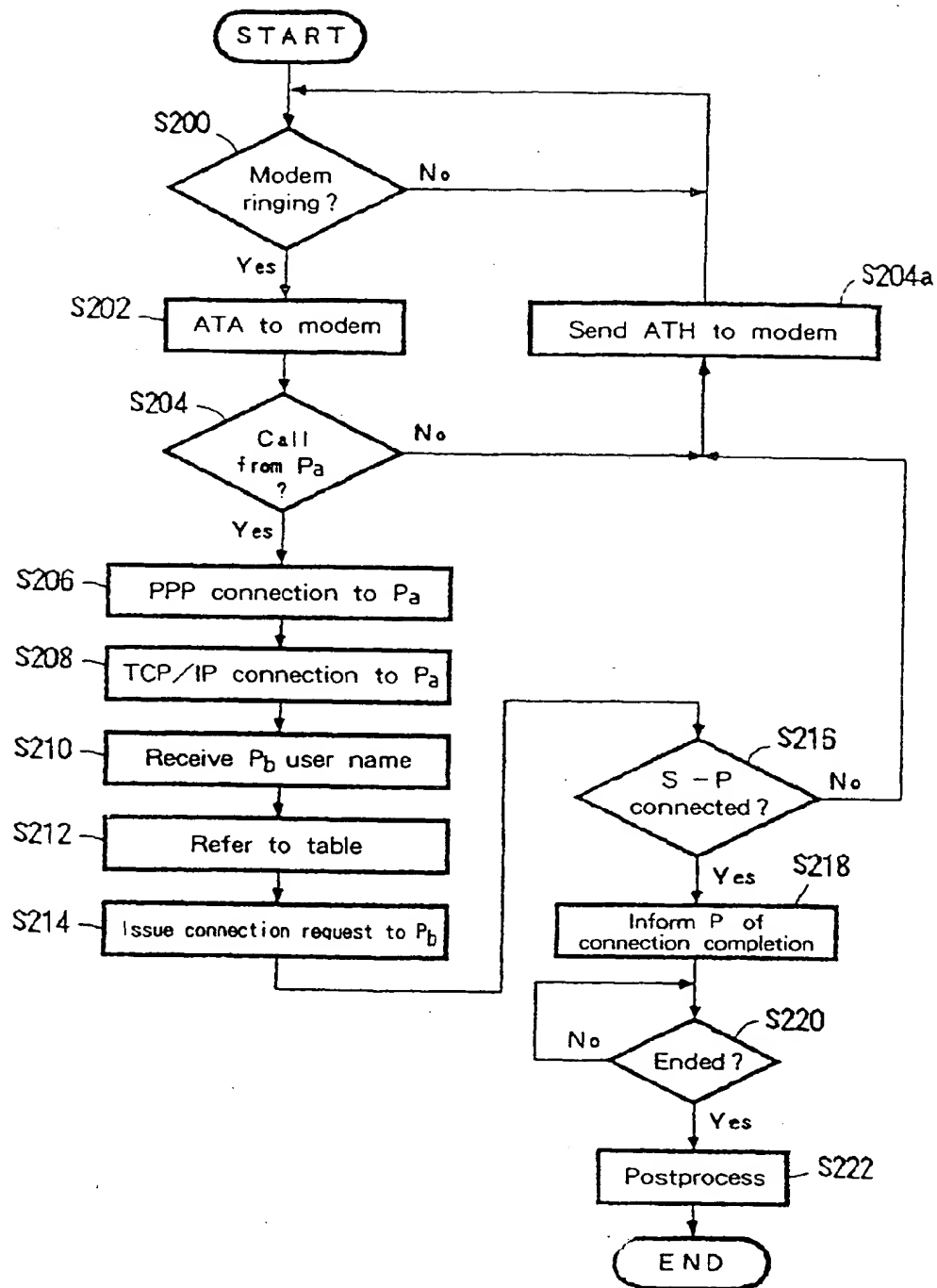


FIG. 4

**FIG. 5**

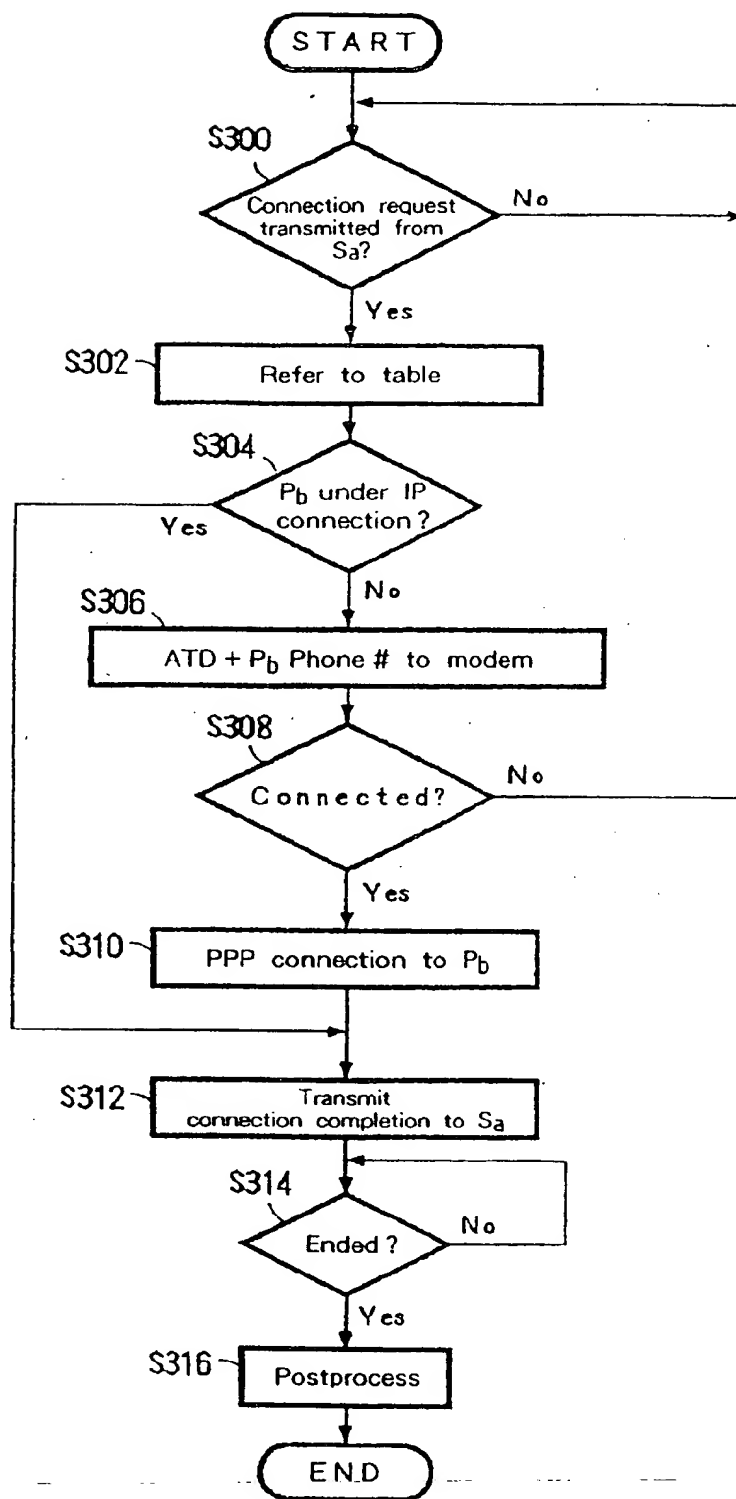
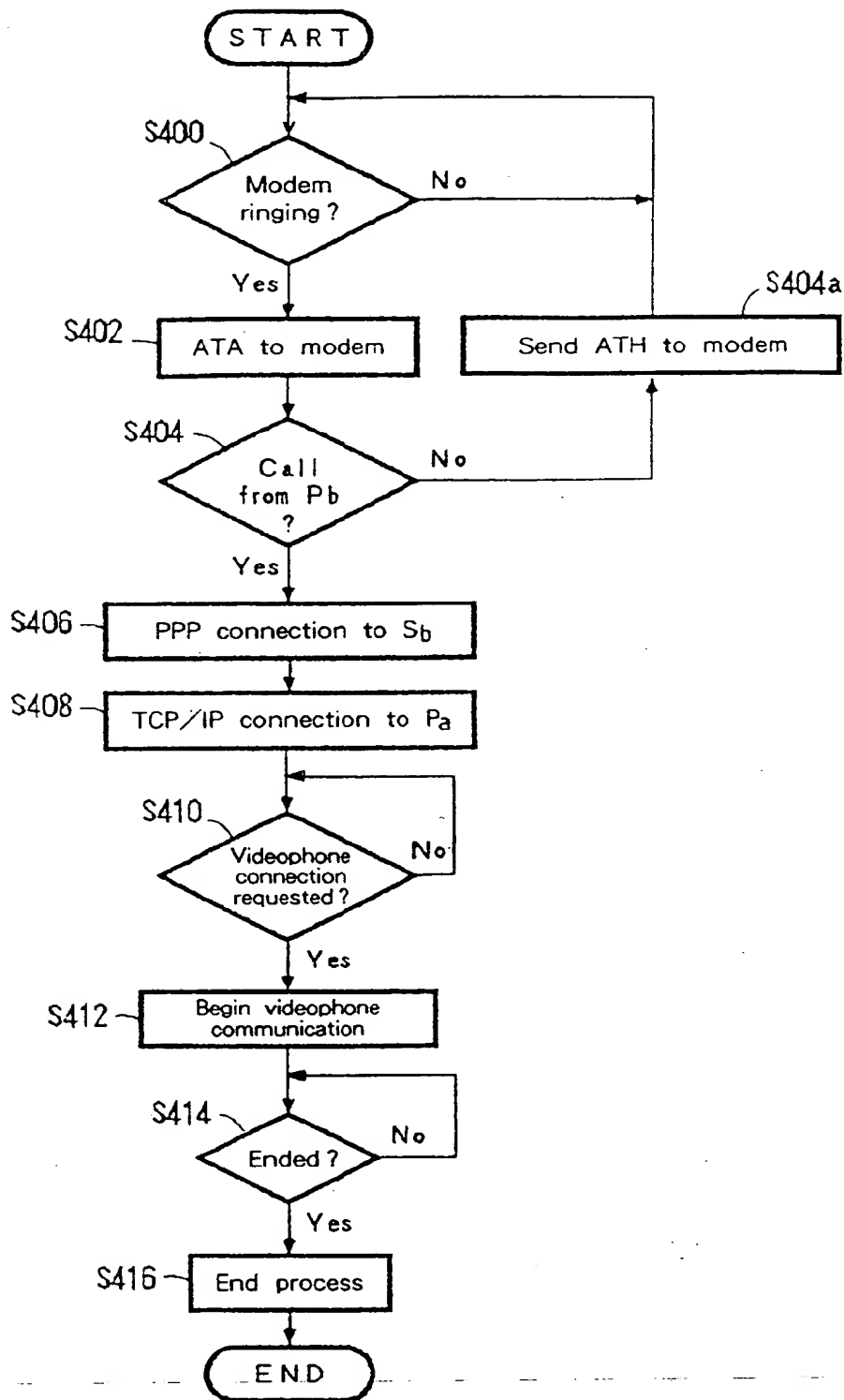


FIG. 6

FIG. 7

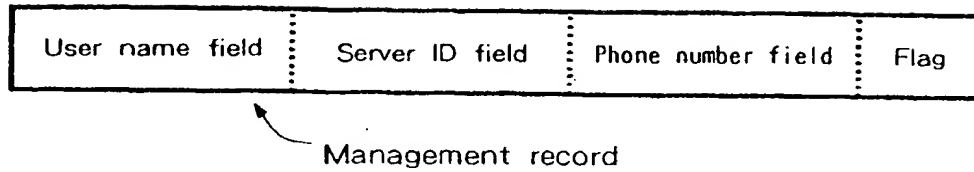


FIG. 8

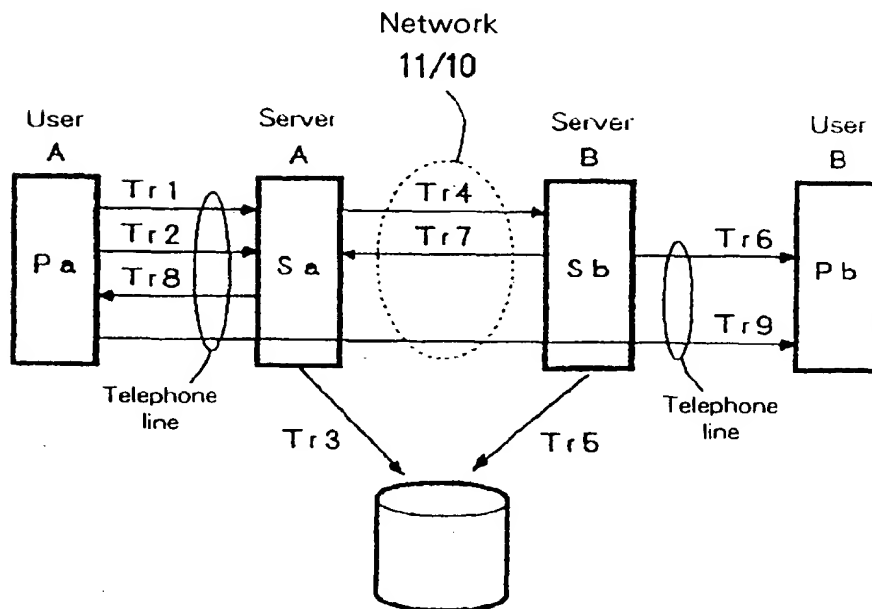


FIG. 9



European Patent
Office

EUROPEAN SEARCH REPORT

Application Number
EP 97 30 4052

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The present search report has been drawn up for all claims			
Place of search BERLIN		Date of completion of the search 17 August 2000	Examiner Kalabic, F
<p>CATEGORY OF CITED DOCUMENTS</p> <p>X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document</p> <p>T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document</p>			

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(54) **Connecting synchronous communication devices to a network system such as the internet**

(57) According to the present invention, provided is a manner of connecting two parties to a synchronous communication session, such as an Internet video-phone session, wherein the parties do not have to plan to hold the session in advance. When, for example, Internet user A desires to talk with user B across the Internet, user A dials up (S102) his or her local server A for an IP connection, and issues to server A a request (S110) for a connection with user B. Server A accesses a storage area that server A manages. In the storage area are prepared a record for each user. The record stores a user name, a corresponding server name, a user's phone number, and the IP connection state of a user. Upon receipt of a connection request that includes a user name of user B, server A refers to a corresponding record based on the user name and searches for server B, which manages user B, and the phone number of user B. Server A sends the connection request to server B. Since servers A and B are constantly connected together, server B can immediately respond to a request from server A. Server B examines a pertinent record in the storage area, and determines whether or not user B currently has an IP connection. If user B does not currently have an IP connection, server B dials up user B to make an IP connection. Server B then notifies server A that an IP connection to user B has been completed. Server A thereafter notifies (S112) user A that an IP connection has been completed. For users A and B the IP connection becomes transparent, i.e., they share the use of an application, and they are enabled (S113) to

talk across the Internet.

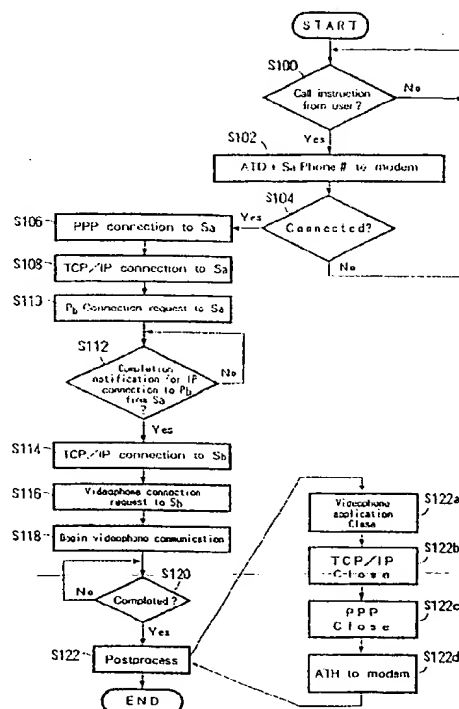


FIG. 4

**ANNEX TO THE EUROPEAN SEARCH REPORT
ON EUROPEAN PATENT APPLICATION NO.**

EP 97 30 4052

This annex lists the patent family members relating to the patent documents cited in the above-mentioned European search report.
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For more details about this annex : see Official Journal of the European Patent Office, No. 12/82